FIG.1

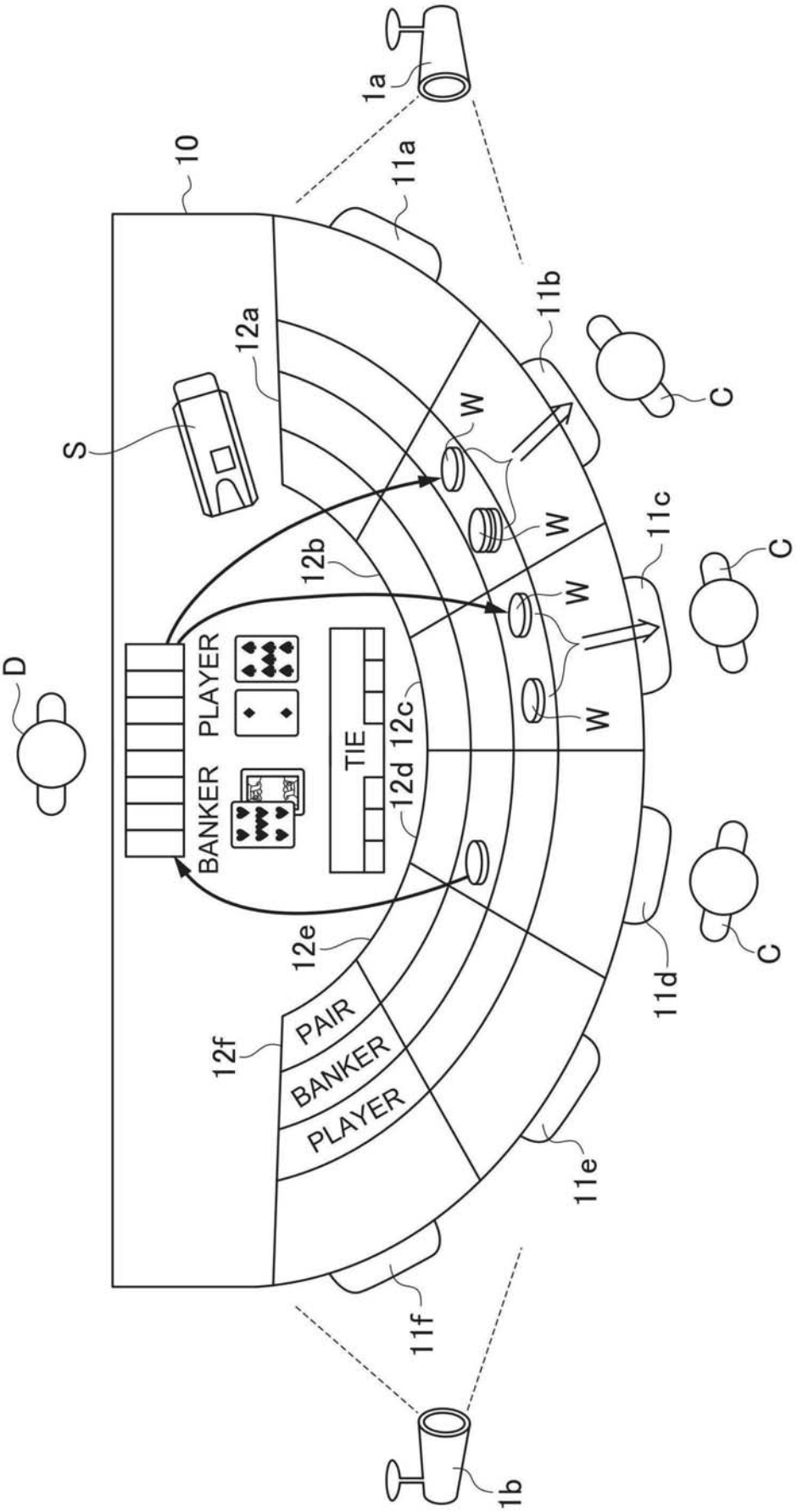

1a
10
11a
12a
11b
S
W
C
12b
11c
D
BANKER
PLAYER
TIE
12d
12c
12e
PAIR
BANKER
PLAYER
12f
11d
11e
11f
1b

FIG.2

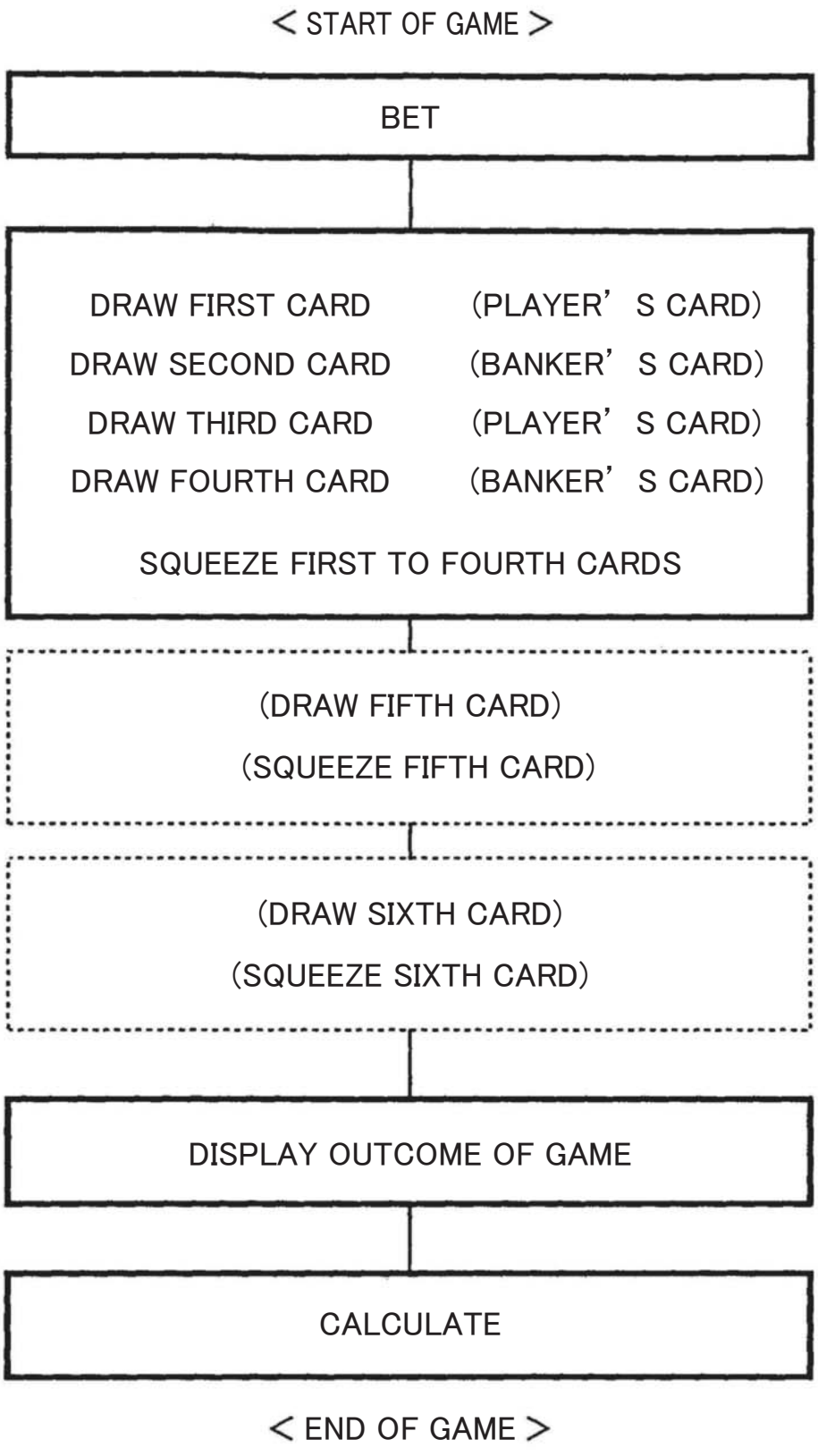

< START OF GAME >
BET
DRAW FIRST CARD (PLAYER' S CARD)
DRAW SECOND CARD (BANKER' S CARD)
DRAW THIRD CARD (PLAYER' S CARD)
DRAW FOURTH CARD (BANKER' S CARD)
SQUEEZE FIRST TO FOURTH CARDS
(DRAW FIFTH CARD)
(SQUEEZE FIFTH CARD)
(DRAW SIXTH CARD)
(SQUEEZE SIXTH CARD)
DISPLAY OUTCOME OF GAME
CALCULATE
< END OF GAME >

FIG.3

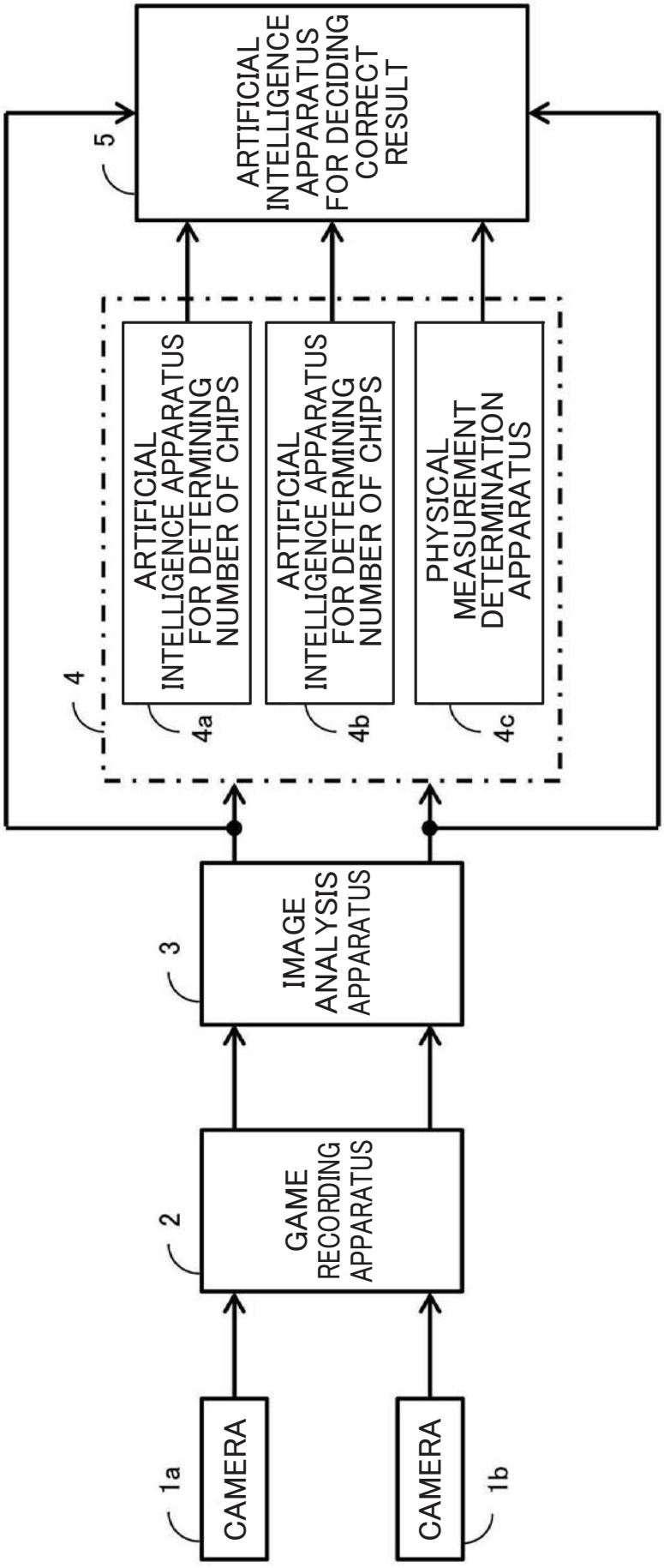

CAMERA
1a
CAMERA
1b
GAME RECORDING APPARATUS
2
IMAGE ANALYSIS APPARATUS
3
4
ARTIFICIAL INTELLIGENCE APPARATUS FOR DETERMINING NUMBER OF CHIPS
4a
ARTIFICIAL INTELLIGENCE APPARATUS FOR DETERMINING NUMBER OF CHIPS
4b
PHYSICAL MEASUREMENT DETERMINATION APPARATUS
4c
5
ARTIFICIAL INTELLIGENCE APPARATUS FOR DECIDING CORRECT RESULT

FIG.4

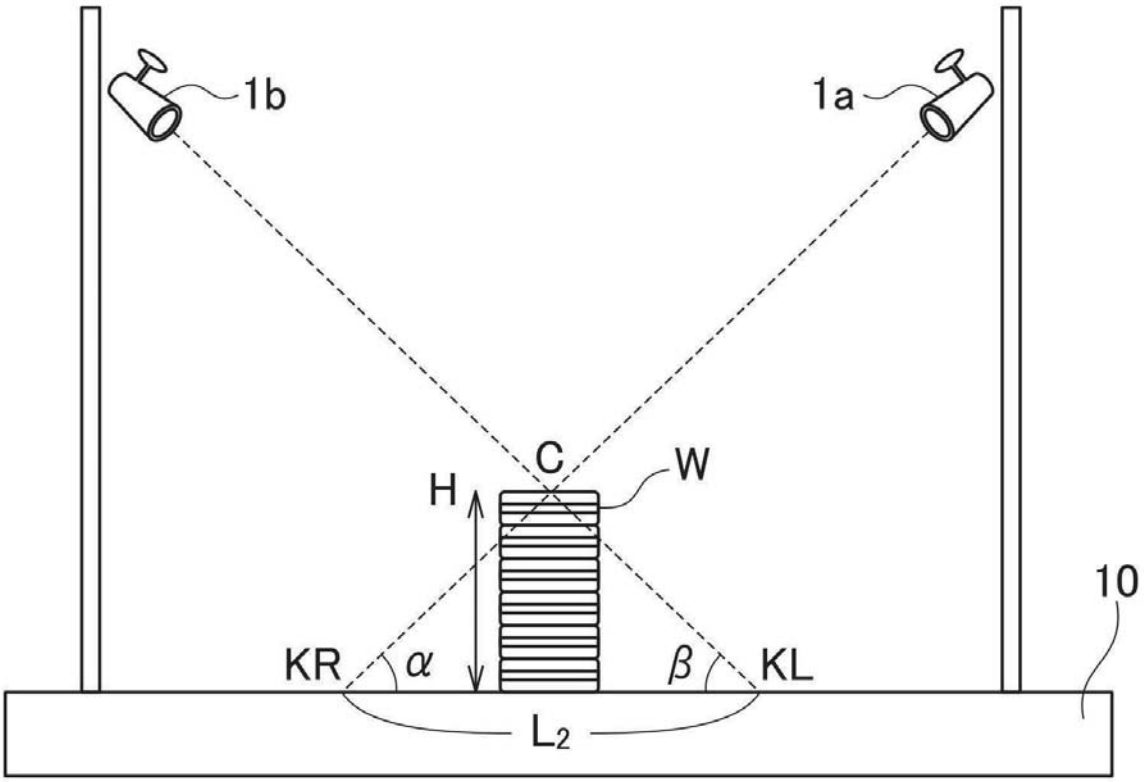


FIG.5

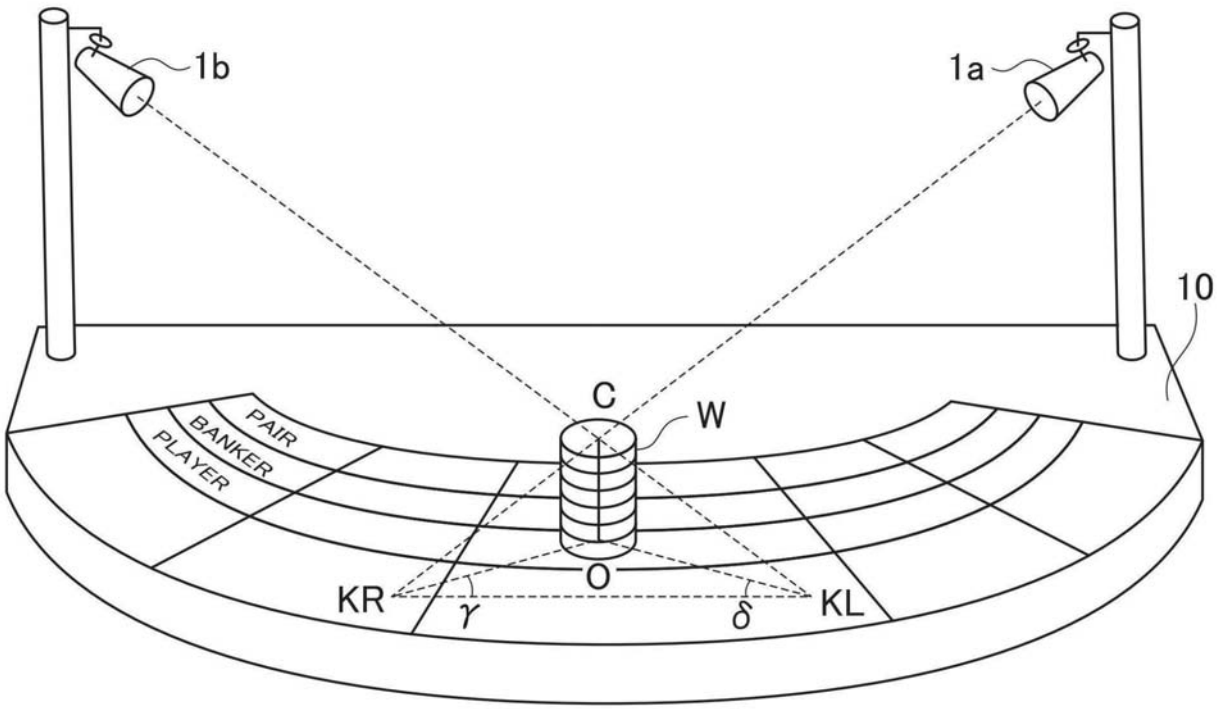
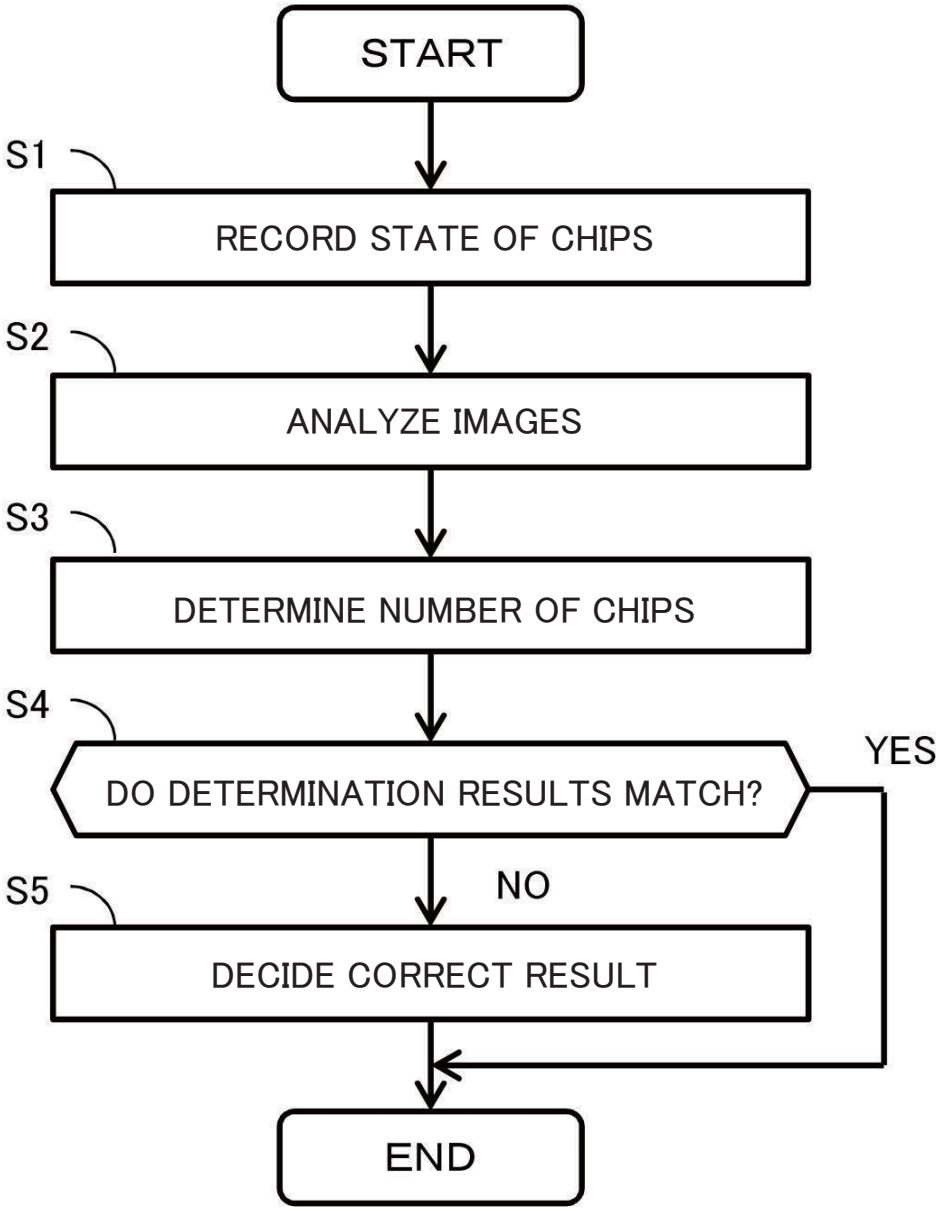


FIG.6


START
S1
RECORD STATE OF CHIPS
S2
ANALYZE IMAGES
S3
DETERMINE NUMBER OF CHIPS
S4
DO DETERMINATION RESULTS MATCH?
YES
NO
S5
DECIDE CORRECT RESULT
END